# Pharmacy Project part two:

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# بيانات الطالبة:

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### This report consist of three parts:

- ❖ Changes done to the gui
- **❖** What was fixed
- ❖ New additions done by me including :
  - New message info or error boxes
  - New buttons
  - New labels

#### Changes done to the project GUI:

- Changed the colors of both bottuns and frames
- Changed the geometry of the window from( 1350x800+0+0) to (1535+790+-8+0) so the window will be in the middle of the screen
- Enabled resizing the window
- Resizing all frames (top frame, left top frame, right top frame and both button frames, down frame and scrollers frames)
- Resizing all the buttons



# What was fixed:

#### **❖**Buttons in right top frame:

- Add: when the user uses this button it used to write (none) in the med name field this was fixed
- Update buttons is working now by rewriting or writing its function
- What was added to UPDATE code:

#### #to update refrence number:

# #to refresh the window so the changes appear immediately:

#### **❖**Buttons in down button frame:

- Update,delete,search,show all and reset buttons were fixed by rewriting functions,adding command parameters or both
- Additions to update code: fixed the table name from MEDNAME to MED\_NAME

```
new_cursor.execute("Update Information set
    COMPANY_NAME=?,TYPE_OF_MED=?,MED_NAME=?,LOT_NO=?,ISSUE_DT=?
,EXP_DT=?,USES=?,SIDE_EFFECT=?,PRECAUTION=?,DOSAGE=?,PRICE=
    ?,QUANTITY=?,BAN=? where REF_NO=?")
```

 Clear code after rewriting : because the older one supposed to delete the whole record

```
conn=sqlite3.connect(database=r'.\pharmacy.db')
new_cursor=conn.cursor()
sql="delete from Information where REF_NO=?"
val = (self.refno_var.get(),)
new_cursor.execute(sql,val)
conn.commit()
self.fetch_new()
conn.close()
messagebox.showinfo('Delete',"Information deleted succesfully")
```

Writing a function for reset button :because it didn't exist

```
self.expdt_var.set("")
self.uses_var.set("")
self.sideeffect_var.set("")
self.warning_var.set("")
self.dosage_var.set("")
self.price_var.set("")
self.quantity_var.set("")
self.banned_var.set("")
messagebox.showinfo('Reset',"Information Reseted succesfully")
```

Changes made for search button:

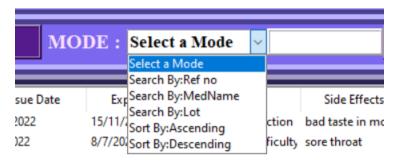
```
selected = self.search_by.get()
```

❖Immediate refresh was done so any changes in the database will automatically be displayed on the screen without closing the window to see the applied changes by using fetch\_new() function in every other function for all buttons

# Additions done in the project:

#### **❖** Mode label and its Combo box:

- Changed the name of (search by) label to (Mode) label
- Combox now have other contents and values for different buttons commands
- Contents were (select options, Medname)
   now its (select a mode, search
   by:Medname, search By:lot, search by:ref
   no, sort by:ascending, sort by:descending)
- Added a varstring called (search.by) for mode combo box
- Added a mode entry box so we can write in it while using the second, third and fourth mode for searching in the database and added its Varstring which is (search.txt)



#### **❖** Search button:

User now can search for data by different modes for example:

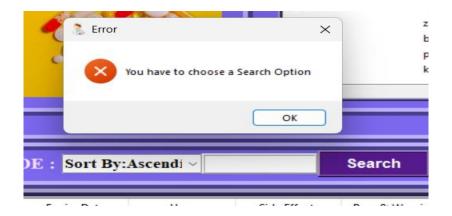
 When using the mode (Search By:Ref no) and inputing a refrence number in the mode then clicking the search button medicines with that reference number will be the only ones in the table



 When using the mood (Search By:Lot) and inputing a Lot number in the mode then clicking the search button medicines with that Lot number will be the only ones in the table



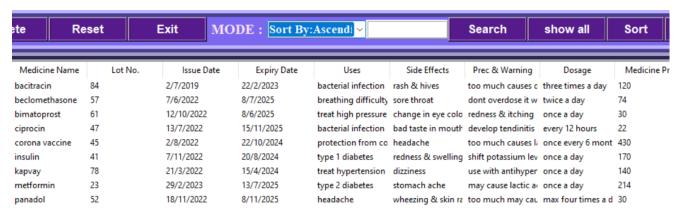
 When not using a search option (sorting by:ascending or sorting by:descending) a message error box appears will appear and say "you have to choose a search option:" Note:photo in the next page



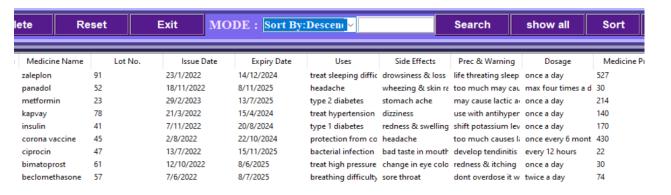
#### **❖**Sort button in down frame:

When choosing modes (sort by:ascending or sort by:descending) and clicking on the sort button, all data will be sorted in ascending or descending order according to the medicine name.

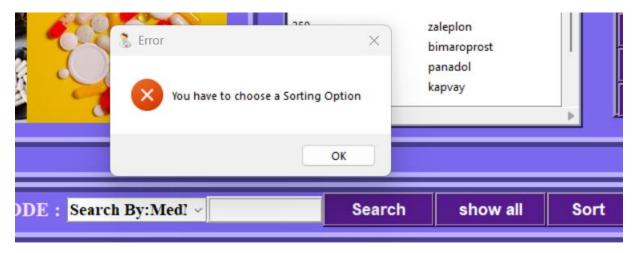
#### Ascending order:



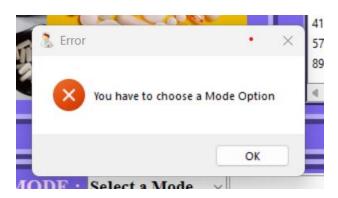
#### Descending order:



 When choosing a mode that is not for sort button a message error box will appear with a message which is "you have to choose a sorting option



❖ When choosing "select a mode" option for both sort and search buttons a message error box will appear having the message "you have to choose a mode option"



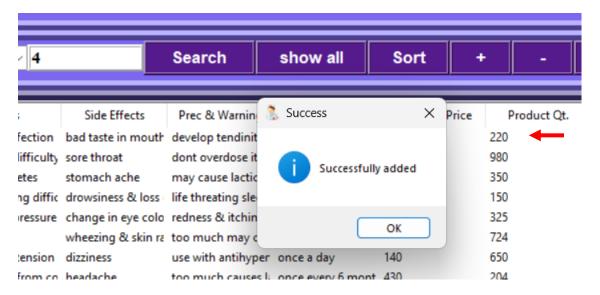
#### ❖'+' button:

By writing a number in the entry box ,selecting a record from the table and clicking on '+' button will increase the quantity by the input number (ex: input number was 4 and the quantity was 216 it will be 220) this button is used in case a costumer returned what he bought and a message info box will appear saying "successfully added"

#### Then:



#### Now:



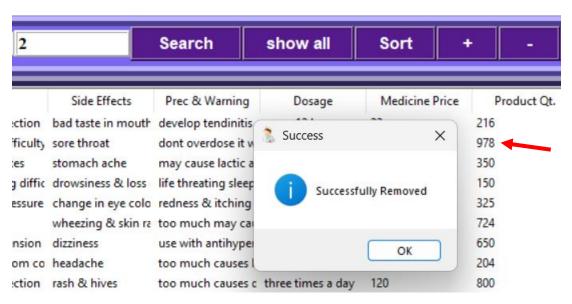
#### ❖'-' button:

By writing a number in the entry box ,selecting a record from the table and clicking on '-' button will increase the quantity by the input number (ex: input number was 2 and the quantity was 980 it will be 978) this button is used in case a costumer bought a medicine and a message info box will appear saying "successfully removed"

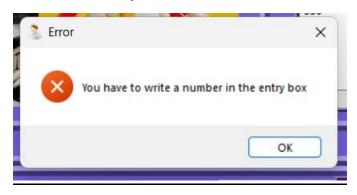
#### Then:



#### Now:



❖When leaving the entry box empty while using both '+' and '-' buttons will sent an message error box saying "you have to write a number in the entry box"



#### **❖** Bellow level button

 when clicking on this button it will show us the medicines that its quantity are under 300 so the user have a time to order more before it will be totally finished



**❖** Sorting button in right top frame:

 When clicking on the button it will sort the data in the right top frame trable in an ascending order

Then: now:

# ❖ Update button in right top frame:

 It has an extra addition and its we can change both refrence number and medicine name (it was medicine name only)

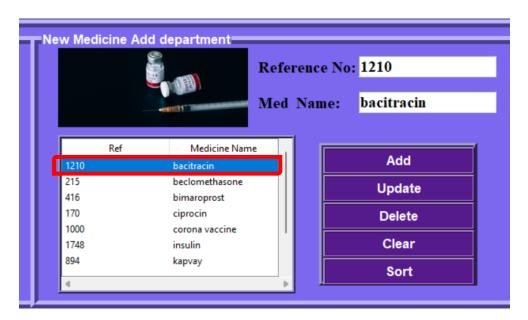
Then:







#### Now:



## new labels additions:

- a new label called "banned for:" was added with its entry box
- a column in information table was added too called "BAN" was made for this new label and it was displayed as "Banned

#### for" in the down frame table by writing this code and it was given a width of 100

#### the code:

#for label and entry box

#for making a column in the down frame table

#making the width = 100

```
self.info_table.column("ban", width=100)
```